

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Withdrawn) A flame simulating assembly for providing a three-dimensional image of flames formed by fluctuating light, the flame simulating assembly having:
  - a simulated fuel bed;
  - a light source;
  - a screen disposed behind the simulated fuel bed for diffusing and transmitting light, the screen including a conoid concavity positioned adjacent to the simulated fuel bed;
  - a flicker element for creating the fluctuating light, the flicker element being positioned in a path of light between the light source and the screen; and
  - said fluctuating light being transmitted through the screen and attenuated to form the three-dimensional image of flames.
2. (Withdrawn) A flame simulating assembly as claimed in claim 1 in which the conoid concavity extends above the simulated fuel bed, such that the three-dimensional image of flames appears to curve around the simulated fuel bed.
3. (Withdrawn) A flame simulating assembly as claimed in claim 1 in which the simulated fuel bed is at least partially positioned in the conoid concavity.
4. (Withdrawn) A flame simulating assembly as claimed in claim 1 in which the conoid concavity includes a plurality of grooves, for further attenuating

the fluctuating light transmitted through the conoid concavity, to form the three-dimensional image of flames.

5. (Withdrawn) A flame simulating assembly as claimed in claim 1 additionally including a flame effect element positioned in a path of the fluctuating light between the flicker element and the screen, to configure the fluctuating light to form the image of flames.
6. (Withdrawn) A flame simulating assembly for providing a three-dimensional image of flames formed by fluctuating light, the flame simulating assembly having:
  - a simulated fuel bed;
  - a light source;
  - a screen including a front member disposed behind the simulated fuel bed and a diffusing member disposed behind the front member for diffusing and transmitting light, the front member having a partially reflective front surface for reflecting and transmitting light and the diffusing member having a conoid concavity positioned proximal to the simulated fuel bed; and
  - a flicker element for creating the fluctuating light, the flicker element being positioned in a path of light between the light source and the diffusing member; and
  - said fluctuating light being transmitted through the screen and attenuated to form a three-dimensional image of flames which appears to curve around the simulated fuel bed.
7. (Withdrawn) A flame simulating assembly as claimed in claim 6 in which the diffusing member is spaced apart from the front member, such that the fluctuating light transmitted through the screen is attenuated to form the three-dimensional image of flames.

8. (Withdrawn) A flame simulated assembly as claimed in claim 6 in which the conoid concavity extends substantially above the simulated fuel bed.
9. (Withdrawn) A flame simulating assembly as claimed in claim 6 in which the conoid concavity includes a plurality of grooves, for attenuating the fluctuating light transmitted through the conoid concavity to form the three-dimensional image of flames.
10. (Withdrawn) A flame simulating assembly as claimed in claim 6 additionally including a flame effect element positioned in a path of the fluctuating light between the flicker element and the diffusing member, to configure the fluctuating light to form the image of flames.
11. (Cancelled)
12. (Currently Amended) A flame simulating assembly for providing an image of flames transmitted in a fluctuating light, the flame simulating assembly comprising
  - a simulated fuel bed;
  - a light source;
  - a screen positioned behind the simulated fuel bed for transmitting and diffusing light, the screen ~~including~~ having a substantially consistent thickness throughout and comprising a plurality of curved portions, each said curved portion being adapted to ~~attenuate~~ be curved in a vertical direction and in a horizontal direction for attenuating the image of flames upon transmission thereof through the screen to ~~give~~ provide a three-dimensional appearance to at least a portion of the image of flames ~~a three-dimensional appearance~~, said curved portions being randomly positioned on the screen; and

a flicker element positioned ~~between the light source and the screen for causing~~in a path of light from the light source to flicker,  
for creating the fluctuating light; and  
a flame effect element positioned in a path of the fluctuating light  
between the flicker element and the screen, to configure the  
fluctuating light into the image of flames.

13. (Currently Amended) A flame simulating assembly as claimed in claim 12 in which said curved portions are spaced apart from each other by a randomly selected ~~distance~~distances.
14. (Cancelled)